

9 Ghouls



STORYTELLERS
VAULT

FOURTH EDITION





Credits

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Introduction

“Non-Player Character”

The term originated with paper-and-dice role playing games, specifically the Dungeons & Dragons ancestor Chainmail. It refers to characters that are operated by the game engine or game master.”

– tvtropes.org

Greetings, dear reader.

Ghouls, both those belonging to players and to storyteller characters can sometimes be nothing more than faceless entities, a resource expressed as dots on a character sheet. However, sometimes, it can be fun to flesh them out some more.

As such, I present 9 pre-generated ghoul characters here. They are intended to be both usable as the servants of storyteller characters or as ghouls for player characters. They have been created using the rules

from the **Ghouls and Revenants** book, but said book is not necessary to use this book.

The characters' names and backgrounds are slanted towards a game set in America. However, it should be fairly easy to file off the serial numbers to insert these ghouls into a chronicle set just about anywhere.

Each ghoul has been given a basic Domitor rating of 2 in their Backgrounds – this corresponds to a Domitor of 9th or 10th generation. Obviously, this will have to be adjusted based on your game.

Chapter One: 9 Ghouls

"It is the way one treats his inferiors more than the way he treats his equals which reveals one's real character."
— Rev. Charles Bayard Miliken

Johnathan Aulkes - Troubleshooter

Johnathan was born in abject poverty in a mid-sized city. Even as a child, he was a big boy and physical endeavors were always more interesting to him than scholarly pursuits. He spent a fair amount of time in the gym and even considered pursuing a career as a bodybuilder. However, greed got the better of him and John found himself working as a collector for a small-time organized crime outfit. As time went by, Johnathan's loyalty and willingness to do what must be done led him to become a valued "fixer", handling whatever trouble the outfit had that did not require someone being killed.

As a big, muscular and intimidating man, John is good at intimidating and roughing up other mortals. He doesn't fare too well against vampires, especially since he never truly learned how to fight – he has always relied on his natural size and strength. John is somewhat of a male chauvinist and driven by some fairly basic needs; women, booze, recognition as a tough guy. He would find himself struggling emotionally should he be Blood Bound to a male vampire.



Nature: Bon Vivant

Demeanor: Bravo

Physical: Strength 5, Dexterity 2, Stamina 3

Social: Charisma 3, Manipulation 2, Appearance 3

Mental: Perception 2, Intelligence 2, Wits 2

Talents: Alertness 2, Athletics 3, Brawl 2, Empathy 1, Intimidation 3, Streetwise 2, Subterfuge 1

Skills: Crafts 2, Drive 1, Etiquette 1, Larceny 1, Melee 1, Stealth 1

Knowledges: Computer 1, Investigation 1, Medicine 1, Technology 1

Disciplines: Potence 1 and either another Physical Discipline at 1, Potence 2 or Auspex, Presence or Obfuscate 1, depending on Domitor

Backgrounds: Contacts 1 (steroids dealer), Domitor 2, Double Life 1, Resources 1

Virtues: Conscience 3, Self-Control 3, Courage 4

Merits/Flaws: Bruiser/Impatient

Humanity: 6

Willpower: 7

Linda Joy Smith - Eliminator

Linda grew up on her parents' farm, the oldest of 5 siblings. No stranger to hard work, she also proved herself quite adept at shooting and was soon winning a number of competitions. However, she found herself banned from competing after threatening to shoot a male competitor who'd made lewd comments and grabbed her butt. This left her adrift, with no income and no purpose in life.

Linda has quite the chip on her shoulder – farm work and shooting competitions are still considered a man's world and she has had to deal extensively with chauvinism, unwanted advanced and blatant discrimination. She is out to prove herself and she is not the cool, calm and professional shooter that she pretends to be for her master. She enjoys teaching her Domitor and his other ghouls to use firearms, but shooting anyone, be they mortal or vampire, chafes on her and it won't be long before it erodes her Humanity.



Nature: Competitor

Demeanor: Sociopath

Physical: Strength 3, Dexterity 4, Stamina 3

Social: Charisma 2, Manipulation 2, Appearance 2

Mental: Perception 3, Intelligence 2, Wits 2

Talents: Alertness 2, Athletics 2, Brawl 1, Empathy 1, Intimidation 1

Skills: Animal Ken 4, Crafts 3, Firearms 4, Stealth 2, Survival 3

Knowledges: Investigation 1, Medicine 1, Occult 1, Technology 1

Disciplines: Potence 1 and either Animalism, Auspex, Celerity or Obfuscate 1, depending on Domitor.

Backgrounds: Domitor 2, Double Life 2, Resources 1

Virtues: Conscience 2, Self-Control 5, Courage 4

Merits/Flaws: Acute Sense (Vision), Concentration

Humanity: 7

Willpower: 5

Khaled Samer – The Workman

The son of Middle Eastern immigrants, Khaled was instilled from an early age with a very strong work ethic. His parents taught him to always do his best and never take anything for granted. They probably did not foresee Khaled taking this advice with him into a career as a professional wrestler. Khaled loved wrestling from the moment he first watched it at a friends' house and worked hard to be able to afford training. Though he was recognized for his work ethic and his ability to keep going in long matches, he never rose beyond working local indie shows and jobbing a few times in promotions like Ring of Honor and PWG. He found himself going into debt just to keep up travelling and performing.



Khaled feels ashamed that he never succeeded as a wrestler, but is dedicated to his new position. He always gives it his all and he will perform any task asked of him, though he is less happy about being ordered to hurt people.

Nature: Idealist

Demeanor: Conformist

Physical: Strength 3, Dexterity 3, Stamina 5

Social: Charisma 3, Manipulation 2, Appearance 2

Mental: Perception 2, Intelligence 2, Wits 3

Talents: Alertness 1, Athletics 4, Brawl 2, Empathy 2, Expression 2, Intimidation 1

Skills: Crafts 2, Drive 1, Performance 1

Knowledges: Academics 1, Computer 1, Investigation 1, Law 1, Medicine 1, Science 1, Technology 1

Disciplines: Potence 1 and one other Discipline at 1, depending on Domitor

Backgrounds: Domitor 2, Double Life 1, Resources 2

Virtues: Conscience 3, Self-Control 4, Courage 3

Merits/Flaws: Daredevil/Black and White

Humanity: 7

Willpower: 5

Patricia O'Connell – The Valet

Patricia grew up in middle class bliss, the middle child in a family that never worried about money and lived in the safe and trouble-free suburbs. She was well-liked by all and found her early life easy and happy. But then, when college rolled around, charm and manners were not enough. Now, intelligence, dedication and a scholarly approach to things was needed and Patricia faltered. She tried her hand at modeling and acting, but after one too many castings that turned towards nude pictures or sexual favors, she quit. It seemed that she would have ended up the most popular waitress at the restaurant, had she not been turned into a ghoul.



Patricia has always gotten by with her charm, but she has learned what is necessary to be a good valet, butler and all-round servant. Much of it simply requires showing deference to vampires and being well-organized.

Nature: Chameleon

Demeanor: Conformist

Physical: Strength 2, Dexterity 2, Stamina 3

Social: Charisma 5, Manipulation 2, Appearance 3

Mental: Perception 3, Intelligence 3, Wits 2

Talents: Alertness 1, Awareness 1, Empathy 4, Subterfuge 2

Skills: Crafts 2, Drive 2, Etiquette 4, Performance 1

Knowledges: Academics 1, Computer 1, Occult 2

Disciplines: Potence 1 and either Auspex, Dominate or Presence, depending on Domitor

Backgrounds: Domitor 2, Double Life 2, Resources 1

Virtues: Conscience 4, Self-Control 3, Courage 3

Merits/Flaws: Friendly Face/Squeamish, Self-Preservation

Humanity: 7

Willpower: 6

Mark McCann – The Herald

Mark's dad was on the board of directors for a mid-sized corporation and his mom came from old money. They expected much of their son and Mark excelled in school – right up until the business studies in university became too much for him. Mark turned to various chemicals to ease his anxiety and to keep him going through all-night study sessions and eventually, he hit rock bottom. And if he had thought that his parents would bail him out, he was in for a rude awakening.

Mark has bounced back and is a dedicated servant, though one with ambitions. He has no interest in being number two to any other ghoul and has set his sights on earning the Embrace. For now, he is quite happy serving as his Domitor's daytime representative and messenger to other vampires.



Nature: Director

Demeanor: Traditionalist

Physical: Strength 2, Dexterity 2, Stamina 2

Social: Charisma 3, Manipulation 5, Appearance 2

Mental: Perception 3, Intelligence 3, Wits 3

Talents: Alertness 1, Awareness 1, Empathy 2, Expression 2, Intimidation 2, Leadership 2, Subterfuge 3

Skills: Drive 1, Etiquette 4

Knowledges: Academics 1, Computer 1, Finance 3, Law 1, Politics 2

Disciplines: Potence 1 and either Auspex, Dominate or Presence 1, depending on Domitor

Backgrounds: Contacts 1 (conference hotel manager), Domitor 2, Resources 2

Virtues: Conscience 2, Self-Control 4, Courage 4

Merits/Flaws: None

Humanity: 6

Willpower: 7

Colette Jones – The Trophy

Colette's childhood was not easy. While her family wasn't exactly poor, they weren't really making much money either. She never starved, but she also never had much in the way of toys or fancy clothes. As she grew older, she realized that she had been blessed with exceptionally good looks and she began to take advantage of that. Boys and, especially, grown men were willing to give lots of gifts to a beautiful young woman. As she grew older, she realized that they would pay even more to have sex with her.

Colette's experiences had made her hard and cynical. She is quite happy that sex is mostly off the table – her Domitor may once in a while offer her to other mortals, but mainly her job is to be pretty and charming. She doesn't even really mind being fed upon. But in the end, she would prefer a life where she was not constantly being exploited.



Nature: Survivor

Demeanor: Bon Vivant

Physical: Strength 2, Dexterity 2, Stamina 3

Social: Charisma 3, Manipulation 3, Appearance 5

Mental: Perception 3, Intelligence 2, Wits 3

Talents: Alertness 1, Awareness 1, Brawl 1, Empathy 2, Expression 1, Intimidation 1, Streetwise 1, Leadership 3

Skills: Crafts 1, Etiquette 3, Firearms 1, Larceny 1, Performance 1

Knowledges: Medicine 1, Occult 2, Technology 1

Disciplines: Potence 1 and either Dominate, Fortitude or Presence, depending on Domintor

Backgrounds: Contacts 2 (call girl madam, porn producer), Domitor 2, Resources 2

Virtues: Conscience 2, Self-Control 3, Courage 5

Merits/Flaws: Introspection/Self-Preservation

Humanity: 5

Willpower: 7

Victor Durante – The Bodyguard

After a stint in the army, Victor knew one thing for certain – he wanted a different job, one that paid better. His spotless military record got him a job in private security and it turned out that he was good at it. Really good. Good enough for a vampire.

Victor is a consummate professional. Yes, he is currently guarding a vampire, but that just means his charge can take a bullet without going down. Having guarded politicians and high-profile businessmen, the way Victor sees it, he's simply traded in one kind of bloodsucker for another.



Nature: Soldier

Demeanor: Autocrat

Physical: Strength 2, Dexterity 3, Stamina 2

Social: Charisma 2, Manipulation 2, Appearance 2

Mental: Perception 5, Intelligence 3, Wits 3

Talents: Alertness 4, Athletics 3, Awareness 1, Brawl 1, Intimidation 1

Skills: Crafts 2, Drive 3, Etiquette 2, Firearms 2, Melee 1, Stealth 1

Knowledges: Investigation 2, Occult 1, Technology 2

Disciplines: Potence 1 and either Auspex, Celerity or Fortitude, depending on Domitor

Backgrounds: Contacts 1 (director of a personal security firm), Domitor 2, Resources 2

Virtues: Conscience 2, Self-Control 4, Courage 4

Merits/Flaws: Acute Sense (Hearing), Ambidextrous

Humanity: 6

Willpower: 7

Josephine Lopez – The Administrator

Josephine grew up the third of five children, with two professional parents working full-time. Her older brothers got the bulk of the attention and while this meant that Josephine was able to do pretty much what she wanted, it also left her craving confirmation and acknowledgement. An intelligent girl, Josephine did well in school, though she was always fairly shy and kept to herself. She flowered somewhat in college, experimenting with sex and drugs, but never really fit in. Instead, she dedicated herself to her studies – though she was never able to find that one thing that caught her attention. Her intelligence made her quite skilled in a number of areas, though she never gained any major degree.



Josephine enjoys two things; challenges and variety in her day-to-day life. She strives to be an efficient administrator of her Domitor's businesses, though she tends to be rather clingy and desperate for attention. She will sometimes go so far as to be willing to settle for negative attention, seeing punishment as a way to get her Domitor's attention.

Nature: Dabbler

Demeanor: Director

Physical: Strength 2, Dexterity 2, Stamina 2

Social: Charisma 2, Manipulation 3, Appearance 3

Mental: Perception 2, Intelligence 5, Wits 3

Talents: Empathy 2, Intimidation 1, Leadership 3, Subterfuge 3

Skills: Drive 1, Etiquette 3

Knowledges: Academics 2, Computer 1, Finance 2, Investigation 1, Law 2, Occult 1, Politics 2, Science 1, Technology 1

Disciplines: Potence 1 and either one non-physical Discipline at 1, depending on Domitor.

Backgrounds: Contacts 2 (city's Chamber of Commerce, business journalist), Domitor 2, Resources 2

Virtues: Conscience 3, Self-Control 4, Courage 3

Merits/Flaws: Coldly Logical/Bad Sight, Squeamish

Humanity: 7

Willpower: 6

Raphael Miller – The Advisor

Growing up a poor, black kid in the wrong part of town, it was no surprise that Rafe ended up in a gang. It wasn't a choice, it was a survival mechanism. But he never really fit in. He didn't object to breaking the law, but he hated hurting innocent people, he hated seeing what dealing drugs did to the neighborhood. And so, he started taking classes, bettering himself, getting an actual, official education and looking for a way out. Sadly, all people ever saw was the thug from the hood, not the extremely dedicated, motivated and talented young man. But somebody noticed Rafe and now, he finds himself working for a person who does not care about his background.



All Raphael wants is to be somebody, rather than a statistic. He is smart, a quick thinker and damn good at blending in – he can put on a suit and not look out of place at a swanky dinner, and he can turn on the intimidating demeanor of his gang days. But what he can really do is give good advice. Analyze a situation and see the options. And with that, he hopes to build a real life. Even if he has to serve the dead to do so.

Nature: Architect

Demeanor: Chameleon

Physical: Strength 2, Dexterity 3, Stamina 2

Social: Charisma 2, Manipulation 3, Appearance 2

Mental: Perception 2, Intelligence 3, Wits 5

Talents: Alertness 2, Athletics 1, Brawl 1, Empathy 2, Intimidation 2, Leadership 1, Streetwise 2, Subterfuge 2

Skills: Crafts 1, Drive 1, Etiquette 2, Firearms 1, Larceny 2, Melee 1, Stealth 1

Knowledges: Academics 1, Investigation 1, Law 1, Politics 2

Disciplines: Potence 1 and either one non-physical Discipline at 1, depending on Domitor.

Backgrounds: Contacts 2 (People from back in the day), Double Life 2, Domitor 2, Resources 1

Virtues: Conscience 3, Self-Control 3, Courage 4

Merits/Flaws: None

Humanity: 6

Willpower: 7